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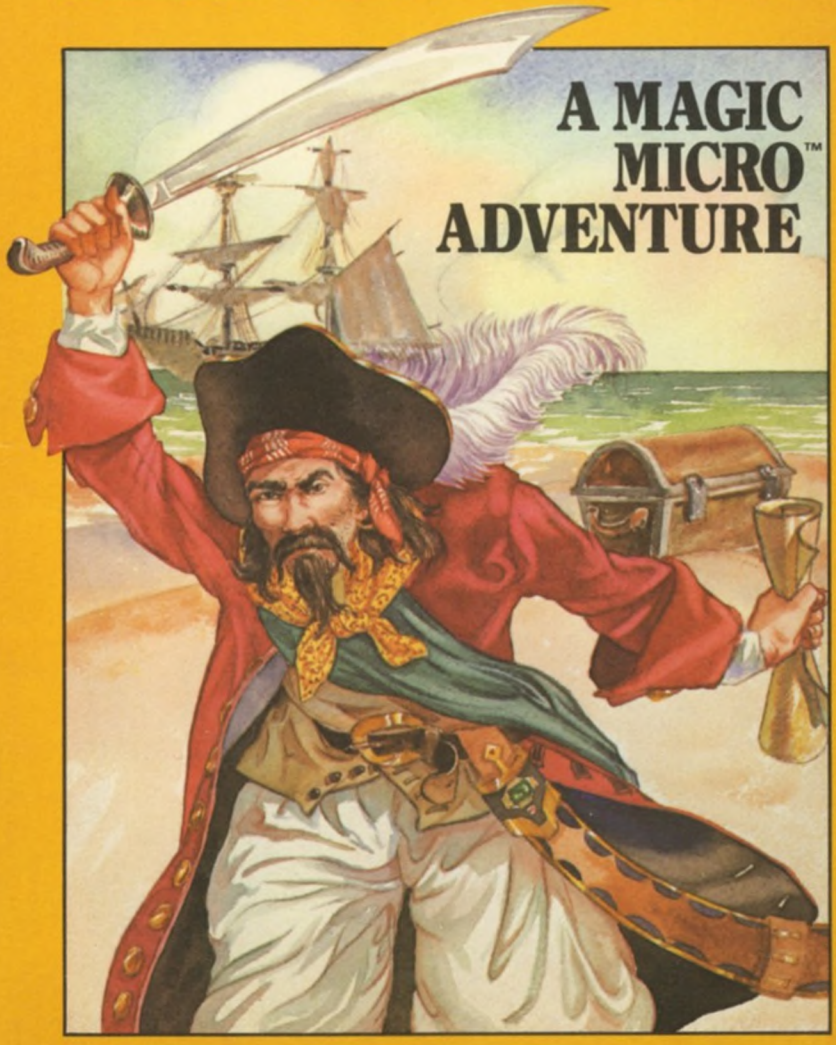
Captain Kid and the Pirates



by Ruth Glick and Eileen Buckholtz

MAGIC MICRO™ CAPTAIN KID AND THE PIRATES Glick / Buckholtz 0-590-33476-X

A MAGIC MICRO™ ADVENTURE

Captain Kid and the Pirates

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Captain Kid and the Pirates

by

Eileen Buckholtz

and

Ruth Glick

Illustrations by Bert Dodson

Cover by Bradley Clark

A Parachute Press Book

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To David, Elissa, Eathan, and Ryan

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The programs in this book will run on these computers:

*IBM PC

*IBM PCjr.

*APPLE II+

*APPLE IIe

*COMMODORE 64

*VIC 20

*ATARI 400/800

*RADIO SHACK COLOR COMPUTER

*RADIO SHACK TRS-80

You are the star of the story!
You have the Magic Micro . . .

Your computer is about to take you into a world of adventure and excitement. The power of the Magic Micro is at your fingertips. All you need is your computer, the programs in this book, and a sense of adventure!

There are just a few rules. The programs in the book are in BASIC. So make sure you know how to put your computer in BASIC before you begin.

You must add a few lines to each program to make it run on your computer. When you come to a program in the story, type it just the way it appears. Then turn to the Magic Scroll section on page 59. You will have to add three or four more lines that are just for *your* computer. The Magic Scroll will tell you which lines to add — and sometimes there will be lines you have to take out.

Remember, you must type the programs exactly right. Even an extra space can make a difference. If you have trouble, put the program on your screen by using the LIST command. Check that version against the program in the book. Also, remember to type NEW before you start a new program. That clears out any leftovers from old programs. That's all there is to it.

Now your adventure can begin.

Chapter 1

You never know what strange message you're going to find on the screen of your magic computer. Today it reads:

Treasure maps. Pirate ships. Sail the Seven Seas. Are you ready?

Excitement tingles up and down your spine. You answer, "Yes."

Carefully type the following program into your computer. When you have typed in these lines, turn to pages 59–63 and type in the lines listed for your computer. Then run the program.

Answer *The Raven* when it asks, "Where are you going?"

PROGRAM 1

```
10 REM MAGIC TRANSPORT PROGRAM
20 PRINT "WHERE ARE WE GOING?"
30 INPUT P$
40 GOSUB 960:GOSUB 900
50 FOR I=1 TO 150
60 RX=MU:GOSUB 930
70 GOSUB 980
80 RX=SH:GOSUB 930:VT=RD
90 RX=SW:GOSUB 930:HT=RD
100 GOSUB 910
110 RX=AC:GOSUB 930
120 PRINT CHR$(RD+AS)
130 NEXT I
140 VT=1:HT=1:GOSUB 910
150 PRINT "YOU ARE NOW ON ";P$
160 END
```

The music stops and the screen clears. To your amazement, you're standing on the deck of an old-time ship just like the ones you've seen in adventure movies. In front of you is a huge captain's wheel. Above are a dozen billowing sails. The sea breeze ruffles your hair. You look up at the tall mast and see a black flag with a skull and crossbones flapping in the wind. A pirate

flag! This must be a pirate ship, you think with a little shiver.

But where's the crew? As if to answer your question, a hatch opens and twenty rough-looking characters pour out onto the deck.

"Three cheers for *The Raven*, the greatest pirate ship to sail the Seven Seas," someone shouts. Like everyone else, he's wearing a white shirt open to the waist, a bright vest, and puffy pants. You notice from the tattoo over his heart that his name is Hal and he loves his mother.

"Aye, aye," the rest of the crew shout their agreement.

They seem to be getting ready for some kind of celebration. And they're obviously dressed in their pirate finery. One is wearing a diamond medallion around his neck. Another has a silk vest trimmed with gold bangles.

A tall fellow with a red bandanna around his head sets a heavy wooden barrel down

HALFLING
MOM

on the deck. Everybody dips a cup in and starts to drink.

"We just dug up a treasure chest, so we're having extra rations," the guy next to him explains to you. "Come on and join the celebration." He hands you a dry biscuit that almost cracks your teeth when you try to take a bite.

Hal, the one with the tattoo, introduces you around. You meet Bard, Peg Leg, Pete, and Darcy. They're all pretty tough looking. As they give you the once-over, you have a few nervous moments. But, to your relief, they seem willing to accept you as one of the crew.

While you munch on your biscuit, the pirate called Peg Leg starts to play the accordion.

As he plays, he taps out the beat with his wooden leg. Others start to clap their hands in time with the music. Soon one pirate takes the center of the deck and does a lively jig. Then each of the others takes

a turn. And when they push you to the center of the ring, it's a command performance you can't refuse. They seem to be impressed with your break dancing. And they won't let you sit down until you collapse on the floor.

Pete and Darcy haul you over to the side and prop you up against a coil of rope. By the time you catch your breath, it looks as if something important is about to happen.

Peg Leg plays a fanfare and two men come out of the hatch, staggering under the weight of a huge trunk. They drag it to the center of the deck. It's crusted with barnacles. It must have been at the bottom of the sea for years.

"The treasure chest," Hal tells you. "With my share of the loot I'm going to buy my own ship."

"I'm getting a gold-handled dagger," Darcy pipes up.

"And I want the fanciest accordion money can buy," Peg Leg adds.

Just then, a hefty man steps onto the upper deck. He's wearing the same basic costume as everyone else, except his is much grander. From his admiral's hat to his embroidered silk shirt and alligator boots, he looks every inch the captain of the ship.

"Make a speech, Captain Robb," Peg Leg urges. The rest of the crew clap and shout in agreement. As the captain strides forward, the crewmen step aside so he can get to the trunk.

He looks at it thoughtfully for a moment. "Mates, I don't have to remind you that we've been searching for this treasure chest for twenty years," he says.

"Aye, aye," everyone shouts loudly.

"And now the time has come to open the box and share the wealth."

"Aye! Aye! Open the treasure chest."

This is really exciting. Soon the chest will be open. You can just picture all the gold and jewels inside. Probably silver

coins, too. You and the rest of the crew can hardly wait.

You see that the lock is just as crusted as the rest of the chest. Two crew members wipe it off and polish it up. While they work, Captain Robb pulls a heavy silver chain out of his shirt. At the end is a shiny key. It looks as if the captain had polished it, along with his teeth, every night before going to bed.

When the crewmen step back, the captain gets down on his knees, inserts the key in the lock, and tries to turn it. Nothing happens. You see his brow wrinkle as he fiddles with the key some more. Twenty men are holding their breath as they watch. But no matter how carefully he sticks the key in and turns it, the chest just won't open.

Chapter 2

Captain Robb shakes his head sadly. "I'd bet my life that this is the right key. I won it in a card game — from old Black Beard himself. I've been carrying it around for twenty years. He took a pirate's oath that it would open the chest. I just can't understand why it's not working."

You can hear the crew growling and muttering all around you. They don't seem too pleased with this development.

"It's a trick," Darcy says. "Captain Robb wants to keep the treasure for himself!"

"Stand back," Bard growls, pushing Captain Robb aside. "Who needs a key, anyway?" He picks up a heavy wooden hammer and whacks the trunk. It doesn't open, but it makes a groaning noise.

Bard jumps back in surprise, and so do the rest of the crew. That wasn't just the groaning of old metal. It sounded like a voice.

"Oh, no," the captain mumbles. "I should have guessed it. There's a spell on the trunk. I knew old Black Beard had a bunch of cards up his sleeve that night we played. But I didn't know he had magic up his sleeve, too."

"So what are we going to do?" Peg Leg asks. "We're tired of waiting!"

Captain Robb looks very serious. "We have to figure out how to break the spell. Don't try to force the chest open. It's much too dangerous!"

"Say, what about that magician we pressed into service last year? Isn't he still in the brig?" Pete asks.

"No. We made him walk the plank when he wouldn't change our copper coins to gold."

That kind of talk gives you a funny feeling. When things aren't going their way, these guys can get pretty rough.

You can see the captain is looking nervous, too. Maybe he's afraid he's going to have a mutiny on his hands. "We must fight magic with magic. Anyone who knows a spell to open the trunk will get first pick of the treasure," he offers.

Immediately, the crewmen get to work! And they have some ideas of their own. They try everything from accordion music to threats.

You look on in amazement as one pirate even makes a magic charm — of mashed bananas and parrot feathers!?! He makes a big show of spreading it evenly over the chest and around the lock. Unfortunately, it doesn't work. It just makes the chest sneeze!

Everyone else takes a try at opening the chest and also fails. Then Captain Robb turns to you. "What can you do, mate?" he asks.

That's a good question, you think to yourself. And then you hear your Magic Micro beep. You know it wants your attention.

"Give me a minute," you stall. Putting your hand to your forehead as though you're thinking deeply, you turn your back.

You take the Magic Micro out of your pocket and look at the screen. It says:

I know the spell that's on the trunk. It's an old one. I have a copy of it in my memory. But I'll need your help to find it.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 64–66 and type in the lines listed for your computer. When you have finished typing, run the program.

A change is needed to turn the spell off. Can you do this magic feat? Look at the program listing. It will give you a hint. If you need help, look at the Magic Scroll on page 66.

PROGRAM 2

```
10 S$="ON"
20 GOSUB 900
30 GOSUB 980
40 FOR I=1 TO 500: NEXT I
50 PRINT "HA! HA! YOU CAN'T OPEN ME!"
60 IF S$="ON" THEN 30
70 PRINT "YOU OPENED THE TREASURE CHEST"
80 END
```

This time, when Captain Robb inserts the key, it turns easily and the lock snaps open. Everyone cheers.

"We've been waiting for twenty years to get into this chest," Captain Robb exclaims. "I can't wait to get my hands on the gold and jewels inside. And I want to thank all the people who made this moment possible."

"Hip! Hip! Hooray!" the crew shouts. Hal steps forward and lifts the heavy lid. He bends over and peers into the trunk. First his head disappears, then his shoulders. Whatever he's found must be way at the bottom of that trunk. When his head finally reappears, he doesn't look as if he's found the pot of gold at the end of the rainbow.

"What do you see, Hal?"

"What is it?"

"What's in the chest?"

Hal shakes his head sadly. "Sorry, mates. There's only this piece of paper."

Hal holds it up for everyone to see. It's dirty and crumpled and torn around the edges.

"Maybe it's instructions for turning lead into gold," Bard says hopefully.

"Yeah, or maybe it's a deed to a diamond mine," Peg Leg mumbles.

Everyone holds his breath as Hal carefully unfolds the paper. "Odds Bodkins!" he mutters. "It's another treasure map. All it says is that the treasure's on Parrot Island. But it doesn't say where!"

Somebody in back of you stomps his foot angrily. And another pirate shouts, "This is all Captain Robb's fault. Make him walk the plank."

Suddenly the crew is not very jolly.

"Yeah, make the captain pay for this," Pete chimes in, drawing his sword. Its blade flashes in the sunlight. In the next moment, every pirate pulls out his weapon — everyone except the captain, that is. He's gone!

"We'll get that no-good swamp rat," Bard

promises, "We'll get him if it's the last thing we do." Waving his sword, he runs madly along the deck. The rest of the crew scatters to look for poor old Captain Robb. They're all swinging their swords and shouting loudly.

This scene looks dangerous. You'd better get out of the way. You could get killed. Quickly you duck down behind a big coil of rope. But as you inch your way farther down toward the deck, you hear a voice cry out, "Ouch!" Someone else is hiding here, too. It doesn't take a genius to figure out who it is. It's Captain Robb.

"You're the only one who can get me out of this mess," he whispers. "Use your magic to make me disappear."

"I wish I could help," you whisper back. "But I can only do certain things. I can't make a person disappear."

Just then a message quietly flashes across the screen of your Magic Micro:

Put him in a lifeboat and lower him over the side.

"Now, why didn't I think of that," the captain says, reading the message.

Before you can make a move, he's crawled across the deck to one of the lifeboats. You're surprised at how fast he can move. As you watch, he cuts the ropes and the little boat splashes into the water. At the sound of the splash, the men turn around. But they're too late. The captain has already tossed his fancy hat onto the deck and done a perfect dive into the water. In a flash, he pulls himself into the boat and starts rowing as if his life depended on it.

"Did you help him get away?" Hal asks, pointing a pistol at your face.

Chapter 3

"Not me." You're glad you can answer truthfully.

"I'll go after him," Bard says, tugging at the ropes that hold the other lifeboat.

"Why bother? We're better off without him," Hal answers.

"He was a mean old seadog anyway," Pete says. "He made us work too hard. And he was the only one who ever got to sail the ship."

"Well, now you all can have a turn," you suggest, hoping to cheer them up.

"Yeah," Hal agrees. But his broad smile quickly disappears. "You know, I don't really know how to do it."

"Me, neither," nineteen other voices chime in.

"Gee," Pete says, "we only have enough supplies for a few days. We were going to put in at port tomorrow. Captain Robb said it was due east. Does anyone know how to get us there?"

You look around in all directions. All you can see is blue water and more blue water. You don't have a clue about how to get out of here.

You realize, suddenly, that this is no joke. If the crew can't sail the ship, you'll all die out here in the ocean.

Just then the light on your Magic Micro blinks. You look hopefully at the screen.

Do you want to be a hero and save the day? If 'yes,' follow these instructions, it says.

Carefully type the following program into your computer. It will allow you to move the ship north, south, east, or west. When you have typed these lines, turn to pages 67–69 and type in the lines listed for your computer.

PROGRAM 3

```
10 GOSUB 960:GOSUB 900
20 HT=SW-1:VT=SH
30 GOSUB 910
40 PRINT "PI"
50 HT=4:VT=4:GOSUB 910
60 PRINT "START"
70 X1=4:Y1=7
80 NI=0
90 VT=1:HT=1:GOSUB 910
100 PRINT "INPUT N,S,E,OR W"
110 INPUT D$
120 IF X1=SW AND Y1=SH THEN 150
130 IF X1<>Y1 OR Y1>SH/2 THEN 160
140 PRINT "SEA MONSTER GOT YA":END
150 PRINT "YOU'RE ON PARROT ISLAND":END
160 VT=Y1:HT=X1:GOSUB 910
170 PRINT "   "
180 IF X1<2  THEN X1=2: GOSUB 300
190 IF X1>SW THEN X1=SW:GOSUB 300
200 IF Y1<2 THEN Y1=2:GOSUB 300
210 IF Y1>SH THEN Y1=SH:GOSUB 300
220 IF NI=1 THEN 80
230 IF D$="E" THEN X1=X1+1
240 IF D$="W" THEN X1=X1-1
250 IF D$="N" THEN Y1=Y1-1
260 IF D$="S" THEN Y1=Y1+1
270 VT=Y1:HT=X1:GOSUB 910
280 PRINT "__%";
290 GOTO 80
300 PRINT "PICK ANOTHER DIRECTION"
310 NI=1:RETURN
```

Moments later you're confident enough to clear your throat and raise your hand.

"I've had some experience with sailing," you say. "I think I can get the ship to Parrot Island."

All eyes turn toward you.

"Oh, yeah?" Hal says. "Prove it."

Run the program to prove to the crew that you can steer the ship. You want to get to PI (Parrot Island).

Decide which direction you want to sail first and press N if it's north, S if it's south, E for east and W for west. Each time you hit one of these keys the ship will move in that direction. But be careful! The shortest route may not be the safest. There are hidden sea monsters along the way.

"Wow! That's really something," Hal exclaims.

"We ought to make you captain of *The Raven*," Bard suggests.

"I don't think . . ." you start to object, remembering what happened to good old Captain Robb.

But nobody's listening to you.

"Make the kid captain," Pete shouts.

"Better yet," Darcy adds, "make the kid Captain Kid."

Everybody is delighted with the idea. They hoist you on their shoulders, and march around the deck chanting a pirate victory song.

You clutch your Magic Micro for dear life. Now you know you really need it — if you don't want to end up like the last captain. But in the meantime, this is fun. You put on the admiral's hat that Captain Robb left behind and you even pick up a sword.

"What do we do next, Captain Kid?" Hal asks when they finally put you down.

You think for a few minutes. You don't know much about pirate ships. It's a cinch you're going to need help. "First, I need a first mate," you say, trying to sound like a captain.

"Good idea," Hal agrees. "But who are you going to choose?"

"You, Pete, Darcy, Peg Leg, and Bard." You wonder if it's okay to have five first mates. But your new first mates think it's a great idea. They don't realize that if you walk the plank, they'll be right behind you.

Pete puffs up his chest and looks proud. "Let's do something important," he says.

That sounds like a good idea, you think to yourself. But what? And then you remember the map that was in the chest.

"Why don't we study the treasure map," you suggest.

"Good idea!" Pete agrees.

Carefully, you spread the map on the deck. Everybody looks over your shoulder as you kneel down and study it.

"Tell us what it says," Darcy requests.

"Can't you read?" you ask.

"No. None of us went to school."

"So what does the map say?" Darcy prompts again.

"It doesn't say much. Just that the treasure is on Parrot Island." You point to the right side of the map.

"What do you know about Parrot Island?" you ask Pete.

"Not much. I don't think anyone who's ever been there has lived to tell the tale."

You feel the hair on the back of your neck stand up. You look at the map again. You see that it doesn't give a clue about where the treasure is hidden on the island. But when you tell the crew, they just shrug their shoulders.

"How many places can you hide a treasure on a little island like that?" Darcy asks.

"Yeah. Once we get there, we'll find it, all right," Peg Leg adds.

You're not so sure. But the crew has the majority vote. And as their leader, you go where they want to follow.

First you've got to get *The Raven* to port so you can pick up those much-needed supplies. You navigate, and when you dock, the crew all pitches in to carry on the boxes of biscuits, dried fruit, preserved meat, gunpowder, cannon balls, and other essentials.

Before you have time to get your land legs, you've put out to sea again.

Everything is going great. The sun is shining, the sea is calm, and the crew is in a good mood. This captain's job is a breeze, you think, sitting back in a deck chair and sipping some delicious coconut milk right out of the shell.

Everyone on board *The Raven* is in a great mood. Some of the crewmen play darts. Some sunbathe. Others fish. One even repairs the rail where it has splintered.

You're thinking how well-suited you are to command when it starts to rain, and rain, and rain.

Chapter 4

Everybody is cooped up below deck to get out of the rain. After sitting around cramped like sardines for hours, nobody is in a good mood anymore.

Maybe, you think, you can cheer them up if you issue extra rations. But when you break into the supplies, your heart sinks. Half the boxes of biscuits turn out to be imported bubble bath instead.

The crew is even angrier than you expected. "We can't eat that stuff. And we never take baths," Bard growls. From the odor of the air below deck, you know he's telling the truth.

"You're the captain. Think of something we can do," Pete snaps.

"Yeah," the rest of your first mates chime in.

While you're trying to think of a good idea, somebody finds a ball of twine. Several of the crew start to toss it around. Before you know it, the ball has knocked over the parrot's cage and narrowly missed the lantern.

"Cut it out," Peg Leg yells. "You'll set the ship on fire."

"Okay," Pete grumbles. He takes out his cutlass and flips it in the air.

Everyone else thinks that looks like fun. Soon the whole area below deck is filled with pirates twirling swords. But that doesn't keep them occupied for long.

Before you know it, they've stopped twirling the swords and started to fight with them.

You huddle in a corner, remembering the time they chased around the deck looking for the captain. The way these guys play, someone's sure to get hurt. And it could be you.

Then you remember your Magic Micro and activate the little machine. "Haven't you got something else they can do?" you ask.

Why don't we design a computer game they can play? it answers.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 70–73 and type in the lines listed for your computer. When you have finished typing, run the program. It plays a treasure hunt game. Type in any letter to begin the game. Then keep guessing until you have found the treasure. Everytime you play, the treasure will be in a different place.

PROGRAM 4

```
10 GOSUB 900:GOSUB 960
20 RX=25:GOSUB 930:P=RD+64
30 P$=CHR$(P)
40 FOR I=0 TO 4
50 FOR K=1 TO 5
60 PRINT CHR$(64+I*5+K);"    ";
70 NEXT K
80 PRINT: PRINT
90 NEXT I
```

Continued on the next page.

```
100 PRINT "INPUT YOUR GUESS"
110 INPUT G$
120 Y1=INT((ASC(G$)-65)/5)
130 X1=(ASC(G$)-65) MOD 5
140 VT=Y1*2+1
150 HT=(X1*4)+1
160 FOR M=1 TO 10
170 GOSUB 910
180 PRINT " "
190 GOSUB 920
200 GOSUB 910
210 PRINT G$
220 NEXT M
230 IF P$=G$ THEN 280
240 VT=10:HT=1:GOSUB 910
250 PRINT "NO TREASURE UNDER THE", G$
260 ZZ=ZZ+1
270 GOTO 100
280 PRINT "YOU'VE FOUND THE TREASURE"
290 PRINT "IN" ZZ "TRIES"
300 END
```

"Hey, guys," you shout above the din. "Come look at this. It's a great new video game."

It takes a few minutes to get their attention.

"What's a video game?" Peg Leg asks.

"Come on over and find out."

They put away their swords and come over. *Phew!* You quickly explain the rules and demonstrate how to play.

"Hey, this looks like fun," Pete exclaims. "I'm first."

"No, me," Darcy objects.

"Everyone gets a turn," you say. "As long as there's no more fighting."

The treasure-hunt game keeps them busy until the weather clears.

"Three cheers for Captain Kid!" Darcy yells. And the others yell, "Hooray!"

Chapter 5

Two days later, you spot land in the distance.

"Do you think that's Parrot Island?" you ask Pete.

He takes out a spyglass and squints through it. Then he hands it to you.

"Take a look at that big rock," he says, pointing toward the left side of the island.

You do as he says. At the head of a bay, you see a big rock that looks just like a giant parrot.

The ship sails slowly closer. You can now make out wide, sandy beaches, palm trees, and green mountains.

"This has got to be the place," Darcy says.

"It looks like it," Hal concedes. "But I always heard Parrot Island was guarded by some sort of sea monsters."

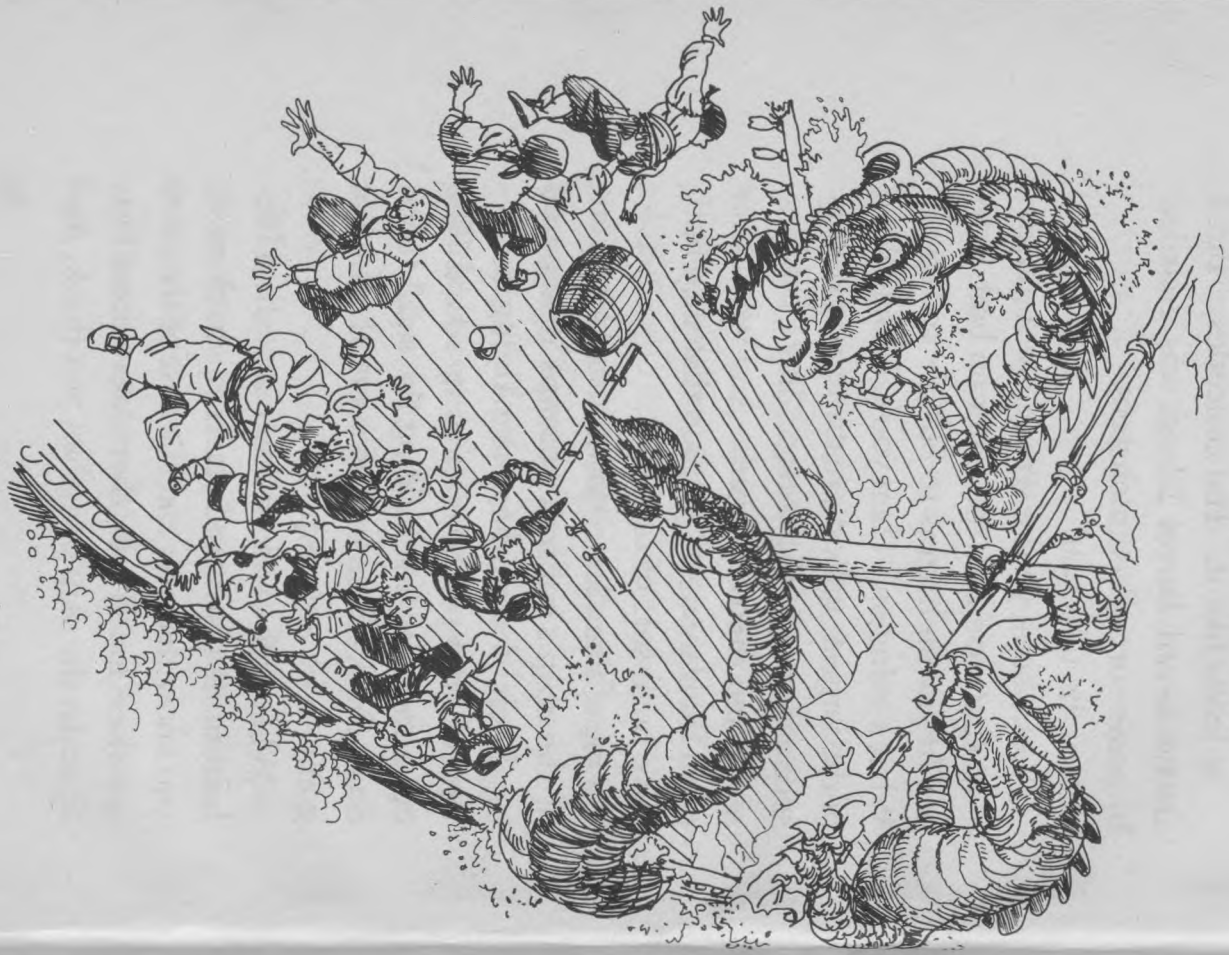
Now he tells you!

"Let's hope you're wrong," you mutter.

At that moment, the water on both sides of *The Raven* begins to bubble and swell. What's going on? Then you see them! Two of the largest, ugliest creatures you've ever seen rise out of the water. They have long necks and dinosaur heads. And when they open their mouths, you see that they both have huge sets of teeth.

One of them leans down, takes a bite out of the ship's railing, chomps it up, and swallows it. Splinters are flying everywhere! Then you hear a tearing sound. The other monster is shredding the sails! If you don't think of something soon, there's not going to be any ship left.

When one of the monsters grabs a lifeboat in its claws and starts to snack on it, you know that you and the rest of the crew are done for. If only there were some way to make the ship invisible, you think. And



then you get an idea. It may be crazy, but it's your only hope.

"Remember that bubble bath?" you shout.

"Why are you bringing that up *now*?" Bard gasps. "Do you want us to die clean, or something?"

"No, I think the bubbles can help us get away. Bring the stuff up on deck — hurry!"

Moments later, the whole crew is emptying the bottles of sweet-smelling liquid over the side. The water is already churning from the waves the huge monsters are making as they swim around the ship, and it doesn't take long before *The Raven* is hidden in a mountain of bubbles. They foam up higher than the top of the mast. The sweet smell of the soap is everywhere. And you can't see the monster anymore. Even better, they can't see you.

"Steer toward shore," you shout.

"Where is it?"

You don't know. "All right," you say, "just get us out of here."

When you break out into the sunlight, everybody is cleaner than they've been in months. But nobody minds. You're safe and you can see Parrot Island ahead. Now it's easy to set a straight course for shore.

You anchor a hundred yards off the beach and lower a longboat. Everyone wants to be part of the landing party. But you choose your first mates — Pete, Hal, Darcy, Peg Leg, and Bard. The six of you row to shore.

Even though the map doesn't give any clues about where to find the treasure, you take it along anyway.

As you get close, you see that the white, sandy beach is dotted with greenish-gray boulders. The big rocks are all about the same size and shape. And it looks as though someone has painted large colored letters on the side of each rock. But you're so far away you can't read the words. And you forget all about the rocks when the bottom of your longboat finally skids to a stop at the shore of the island.

You and the crew step out into the shallow water and pull the boat out of reach of the tide.

It's wonderful to be on dry land. You take off your shoes and wiggle your toes in the warm sand. Everywhere around you are coconut palms and banana trees and wild orchids growing on trailing vines. In the distance, you hear the sound of a waterfall. It must be coming down from a spring. in the mountains. Boy, will that be fun to splash in.

It's so peaceful here that even those big boulders on the beach are hardly moving.

Hardly moving? Boulders aren't supposed to move at all! What's going on here? You take a closer look. Uh-oh. They aren't rocks after all. They are giant snapping turtles! They're still pretty far away. But it looks as if they're getting into some sort of formation. As they lumber toward you, you can see now that the letters on their sides have combined into words. You gasp

as you make out the message: NOBODY LEAVES PARROT ISLAND WITH THE TREASURE.

The turtles are snapping their jaws open and closed. They move closer in and form a circle around you. There are dozens of them. They've cut off your escape to the boat.

"Got any ideas?" Bard asks.

"I wish I did," you answer. "Those turtles are getting too close for comfort."

Just then your Magic Micro beeps, and a message appears on the screen:

The turtles on Parrot Island are afraid of lightning, it says.

"Is that thing going to save us?" Pete asks.

You shrug your shoulders — maybe — and explain about the lightning.

Everyone gazes up toward the clear, blue sky, then back at you.

"Maybe we could do a rain dance," someone suggests.

I have a better idea, your Magic Micro pipes up. *Try this program.*

Carefully type the following program into your computer. When you have typed these lines, turn to pages 74–76 and type in the lines listed for your computer. (Lines 160 and 170 must each be typed as one line.) When you have finished typing, run the program.

PROGRAM 5

```
10 REM LIGHTNING PROGRAM
20 PRINT "ENTER A NUMBER FROM 1 TO 99"
30 INPUT W1
40 FOR J=1 TO 10
50 I=1:GOSUB 900
60 WT=100-W1:GOSUB 920
70 FOR M=1 TO 10
80 I=I+1
90 VT=M:HT=15-I+1:GOSUB 910
100 PRINT "/        /"
110 NEXT M
120 PRINT "BOOM!"
130 PRINT "HIDE TURTLES HIDE!"
140 NEXT J
150 IF W1 < 57 THEN 40
160 PRINT "TURTLES ARE IN THEIR
     SHELLS"
170 PRINT "RUN PIRATES WHILE YOU
     CAN"
180 END
```

Lightning flashes on the screen.

Show it to the turtles.

You hold up the computer and turn in a circle. The advancing creatures stop in their tracks. But they're still snapping.

Maybe it has to flash faster, the Magic Micro says. *Can you enter a number that will make the program run faster?*

When you do, the turtles stop snapping and draw into their shells. Once again they look like a harmless circle of alphabet rocks. But who knows how long they'll be out of commission? You hurry across the beach. Soon you're off the white sand and into the forest.

Chapter 6

It's a relief to get away from those turtles, and also to get out of the hot sun. Now that you're safely out of danger, you're amazed at the beauty of the tropical forest. Soft light slants through the thick leaves above your head. The moist air is perfumed with the scent of hundreds of flowers. Water cascades down a rocky cliff and collects below, in a shaded pool.

But just then, you hear a chorus of noisy squawks, and glance up into the trees. The branches are full of dozens of brightly-colored parrots. You wonder if they're squawking because they don't like having people around.

"Polly want a cracker?" Peg Leg asks. To your amazement, he pulls out a handkerchief full of biscuits and holds one up. A large red parrot swoops down, takes it right out of his hand, and flies back up to the safety of the tree.

There, the parrot nibbles its prize and gives you an interested look.

"Maybe these parrots know where to find the treasure," Hal says.

"Why don't you ask?" somebody jokes.

"Where's the treasure?" Hal asks the parrot.

The bird finishes the last of its snack and seems to consider the question seriously.

"Look at the map. Look at the map," it chants in singsong.

Everyone turns in your direction. You pull the map out of your pocket and look at it again. It's got the features of the island. But there are no "X's" to mark a special spot.

"There's nothing here," you say, holding the map up as though you expect the parrot to read it.

The parrot eyes the paper. "Wash the map. Wash the map," he recites.

You stare at the bird and the bird stares back at you.

"Is this bird for *real*?" you wonder.

"Wash the map, dummy. Wash the map," the parrot insists.

Since you don't have any better idea, you walk over to the pool and cautiously dip the map in the water. The ink blurs slightly and you snatch the paper back.

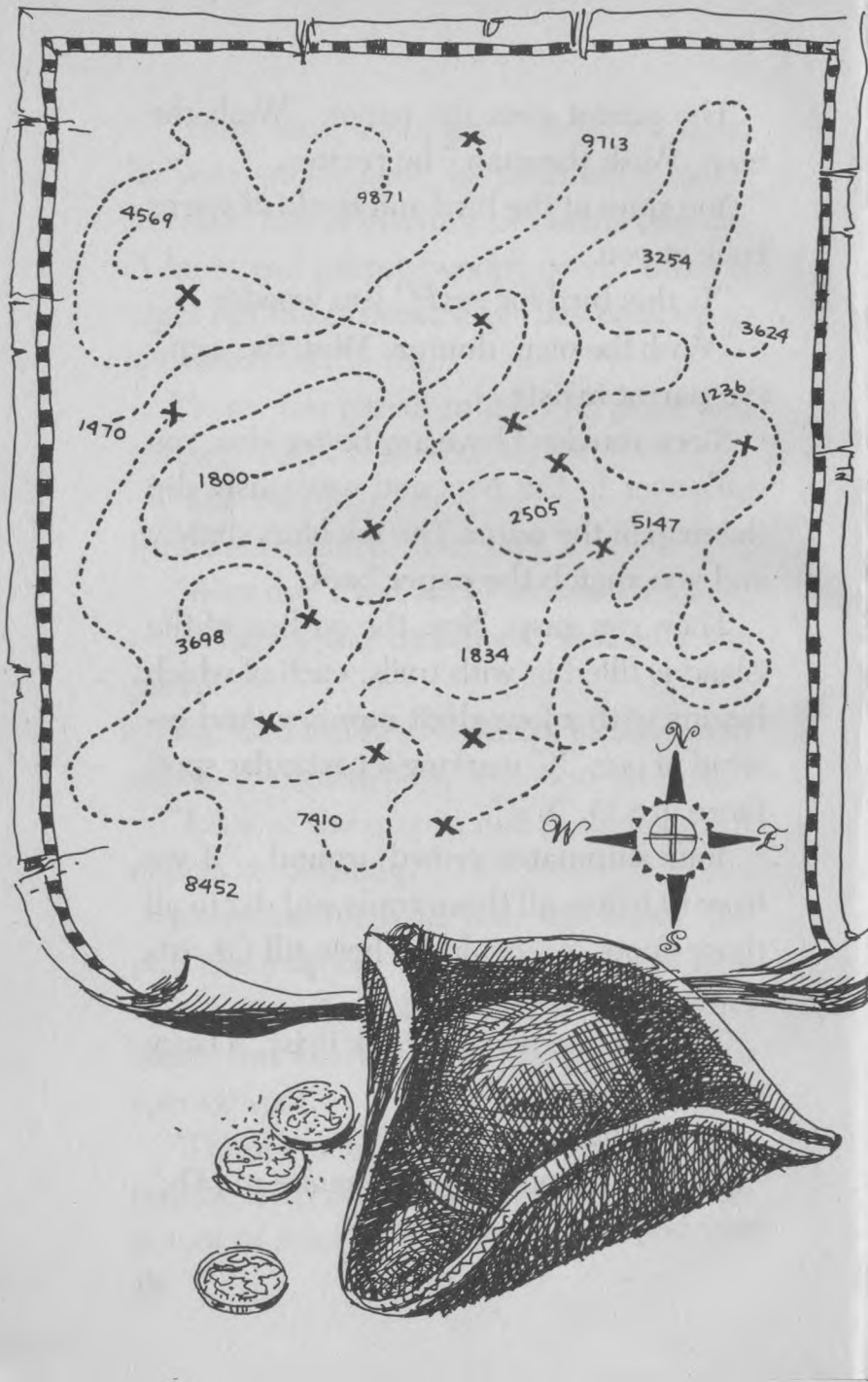
Then you gasp. Now the outline of the island is filled in with trails, each of which begins with a four-digit number. And instead of one "X" marking a particular spot, there are 14 "X's."

Your shipmates crowd around. "If we have to follow all those trails and dig in all those spots, we could be here till Christmas," Pete groans.

"Which one do you think it is?" Darcy asks.

You shrug.

"The right number will make me fly," your helpful bird cackles.


9713
9871
4569
3254
3624
1236
1470
1800
2505
5147
3698
1834
7910
8452
N
W
E
S

"What's that supposed to mean?"

You hate to admit it, but you're not sure. And your men are beginning to look annoyed. You remember what happened to the last captain when he let them down.

Suddenly the Magic Micro starts to flash.

I think I can help, says the message on the screen.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 77–79 and type in the lines listed for your computer. (Line 180 must be typed as one line.) When you have finished typing, run the program.

Only one number will make the bird fly. You can try all 14 numbers, one at a time. Or maybe, if you study the program, you can figure out which number is the right one. If you need help, check the Magic Scroll on page 79.

PROGRAM 6

```
10 GOSUB 900
20 LD$="<"
30 RD$=">"
40 LU$="="
```

Continued on the next page.

```
50 RU$="="
60 B$="Q"
70 PRINT "INPUT A NUMBER"
80 INPUT G
90 IF INT(G/7)*7 = G THEN 240
100 FOR I=1 TO 15
110 VT=10:HT=10:GOSUB 910
120 PRINT LD$;B$;RD$
130 GOSUB 920
140 GOSUB 910
150 PRINT LU$;B$;RU$
160 GOSUB 920
170 NEXT I
180 PRINT "I'M NOT MOVING FOR THAT
     NUMBER"
190 PRINT "TRY ANOTHER NUMBER"
200 GOSUB 920:GOSUB 920
220 GOTO 10
240 FOR M=1 TO 10
250 VT=20-M+1:HT=10:GOSUB 910
260 PRINT "    "
270 VT=20-M:GOSUB 910
280 PRINT LD$;B$;RD$
290 NEXT M
300 PRINT "THAT MADE ME FLY!!"
310 END
```

You follow the Magic Micro's instructions and watch the screen closely. You did it! You found the right number. The bird really flew. Now all you have to do is follow the map.

With the map, you quickly find the right trail. It starts in a coconut grove and leads through the forest and up toward the parrot rock you first saw when you approached the island.

You're out of breath when you finally get there. But your crew is so excited that they start digging right away. "X" marks the spot — right under one of the parrot's claws.

Chapter 7

You hold your breath, and wonder what will happen if they don't uncover something good. But soon you hear the clink of metal against metal. It sounds as if they've hit another chest. As you watch, they uncover the rounded top from the dirt. This chest is enormous. It takes all five men to pull it out of the hole. They're huffing and puffing when they finish. But they all look very pleased with themselves.

This time there's only a flimsy padlock. Bard breaks it off with his shovel. You watch as Pete lifts the lid.

Inside are the most beautiful jewels you've ever seen. And there's gold and silver and pearls as well. The chest sparkles so brightly in the sun that you have to shade your eyes.

Needless to say, when you bring the treasure chest back to the ship, the whole crew jumps up and down with joy. First they divide up the treasure. Everybody gets his share of the gold and jewels. Then they throw a big party in your honor. And you get to make a speech.

After all the treasure is given out, Hal looks into the empty treasure chest. He finds out it hasn't been completely emptied, after all. "Another treasure map!" he cries, waving a yellowed map above his head.

"Hooray! Hooray!" the men cheer.

"Will you lead us there?" Bard asks.

You shake your head. "No. I've got to be getting back," you explain.

They all look disappointed. "But I *have* had a super time with you guys," you add.

"Hal was a big help on this adventure. Why don't you let him have a turn at being captain?" you suggest.

Everyone seems agreeable.

"Here — at least take a souvenir with you," Bard offers, handing you a gold coin.

You clutch it tightly in your fingers. And you're still holding it a few seconds later. Only now you're back in your own room.

Your Magic Micro beeps and a new message appears:

There will be other adventures soon.

You can hardly wait.

Magic Scroll

The Magic Scroll is here to help you. Flip through the next few pages. Find the heading for the kind of computer you are using. The Magic Scroll will tell you what lines to add and what lines to take out to make each program run on your computer. The Magic Scroll will also tell you a little bit about each computer.

PROGRAM 1

Changes:

If you have an IBM PC or PCjr, add these lines to Program 1.

```
900 CLS:RETURN
910 LOCATE VT,HT:RETURN
930 RD=INT(RND*RX)+1:RETURN
960 SH=24:SW=78:AC=39:AS=174:
    MU=1900:RETURN
980 SOUND RD+50,6:RETURN
```

If you have an Atari, add these lines to Program 1. (Line 960 must be typed as one line.)

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
930 RD=INT(RND(0)*RX+1):RETURN
960 SW=38:SH=24:AC=25:
    AS=128:MU=255:RETURN
980 SOUND 0,RD,10,8
985 SOUND 0,0,0,0:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 1. Also remove line 60.

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
930 RD=INT(RND(1)*RX+1):RETURN
960 SW=38:SH=24:AC=30:AS=33:RETURN
980 PRINT CHR$(7):RETURN
```

If you have a Commodore 64, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove line 60.

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=40:SH=24:AC=30:AS=96:
    XT=782:YT=781:FG=783:PL=65520:
    RETURN
980 POKE 54296,15
982 POKE 54273,34:POKE 54272,75:
984 POKE 54273,0:POKE 54272,0:
985 RETURN
```

If you have a VIC-20, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=22:SH=22:AC=30:AS=96:
    XT=782:YT=781:FG=783:PL=65520:
    MU=120:RETURN
980 POKE 36878,15
982 POKE 36874,RD+128:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove lines 60 and 70.

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=64:SH=16:AC=30:AS=33:
    MU=255:RETURN
980 RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 1. (Line 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=32:SH=16:AC=12:AS=128:
    MU=255:RETURN
980 SOUND RD,5:RETURN
```

About the program:

When you type in your destination and press ENTER, the flashing lights and music transport you right to the deck of *The Raven*. To do this, the program generates 150 random sounds and 150 random characters at various places on the screen.

PROGRAM 2

Changes:

If you have an IBM PC or PCjr, add these lines to Program 2.

```
900 CLS:RETURN
980 BEEP:RETURN
```

If you have an Apple II+ or Apple IIe, add these lines to Program 2.

```
900 HOME:RETURN
980 PRINT CHR$(7):RETURN
```

If you have an Atari, add these lines to Program 1.

```
900 PRINT CHR$(125):RETURN
980 PRINT CHR$(7):RETURN
```

If you have a Commodore 64, add these lines to Program 2.

```
900 PRINT CHR$(147);:RETURN
980 POKE 54296,15
982 POKE 54273,34:POKE 54272,75:
984 POKE 54273,0:POKE 54272,0:
985 RETURN
```

If you have a VIC-20, add these lines to Program 2.

```
900 PRINT CHR$(147);:RETURN
980 POKE 36878,15
982 POKE 36876,135:
984 POKE 36876,0:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 1.

```
900 CLS:RETURN
980 RETURN
```

PROGRAM 2

If you have a Radio Shack Color Computer, add these lines to Program 2. (Lines 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
980 SOUND 128,5:RETURN
```

About the program:

The treasure chest won't open because there's a spell on the lock. But the Magic Micro knows how the spell is set. By looking at the program, you can figure it out, too. In the listing, the spell is turned "ON" in line 10. As long as the spell is on, the chest keeps repeating "HA! HA! YOU CAN'T OPEN ME!" Everybody else on deck has tried to open the chest and failed. But you can turn it off by changing the S$ variable to "OFF". Just change line 10 to look like this:

10 S$ = "OFF"

PROGRAM 3

Changes:

If you have an IBM PC or PCjr, add these lines to Program 1.

```
900 CLS:RETURN
910 LOCATE VT,HT:RETURN
960 SH=20:SW=40:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 1.

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
960 SW=38:SH=24:RETURN
```

If you have a Commodore 64, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
960 SW=40:SH=24:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a VIC-20, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
960 SW=22:SH=22:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 2. (Line 910 must be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
960 SW=32:SH=16:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
960 SW=64:SH=16:RETURN
```

If you have an Atari, add these lines to Program 1.

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
960 SW=38:SH=24:RETURN
```

About the program:

Captain Robb never taught anyone else on board how to navigate. Now that he's jumped ship, the crew is in real trouble. But you and your Magic Micro come to their aid with a navigation program that makes the ship move north, south, east, or west, depending on whether you press the N, S, E, or W keys. You're trying to steer the ship to Parrot Island, which is at the bottom of the screen. But beware — there are sea monsters out there that will get you if you try to take the most direct route.

PROGRAM 4

Changes:

If you have an IBM PC or PCjr, add these lines to Program 4. (Line 960 must be typed as one line.)

```
900 CLS:RETURN
910 LOCATE VT,HT:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RND*RX)+1:RETURN
960 SH=24:SW=40:WT=100:
    GOSUB 970:RETURN
970 RANDOMIZE(VAL(RIGHT$(
    TIME$,2))):RETURN
```

If you have an Apple II+ or Apple IIe, add these lines to Program 4. (Line 960 must be typed as one line.)

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RND(1)*RX+1):RETURN
960 SW=38:SH=24:WT=100:GOSUB 970:
    RETURN
970 RETURN
```

If you have a Commodore 64, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=40:SH=24:XT=782:YT=781:
    FG=783:PL=65520:GOSUB 970:
    WT=100:RETURN
970 RD=RND(-TI):RETURN
```

If you have a VIC-20, add these lines to Program 4. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=22:SH=22:XT=782:YT=781:
    FG=783:PL=65520:WT=100:
     GOSUB 970:RETURN
970 RD=RND(-TI):RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 4. (Lines 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=32:SH=16:WT=100:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 4. (Line 910 must be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=64:SH=16:WT=100:RETURN
```

If you have an Atari, add these lines to Program 4.

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
920 WS=1 TO WT:NEXT WS:RETURN
930 RD=INT(RND(0)*RX+1):RETURN
960 SW=38:SH=24:WT=100:RETURN
```

About the program:

The rainy weather has been making the crew grouchy. You and the Magic Micro come up with a game that will keep them from fighting with one another. The game is a treasure hunt. Magic Micro has hidden a treasure under one of twenty-five letters. You guess where it is by typing in a letter. Magic Micro will tell you whether you've struck gold or have to try again. Every time you run the game, the treasure's in a different place. You can play by yourself or with the whole crew. Magic Micro will tell you how many guesses it took you to find the treasure. The player with the lowest number of guesses wins.

PROGRAM 5

Changes:

If you have an IBM PC or PCjr, add these lines to Program 5.

```
900 CLS: RETURN
910 LOCATE VT,HT:RETURN
920 FOR WS=1 TO WT:NEXT:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 5.

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
```

If you have a Commodore 64, add these lines to Program 5. (Lines 910 and 960 must each be typed as one line.)

```
10 GOSUB 960
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
960 SW=40:SH=24:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a VIC-20, add these lines to Program 5. (Lines 910 and 960 must each be typed as one line.)

```
10 GOSUB 960
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
960 SW=22:SH=22:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 5. (Line 910 must be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO WT:NEXT WS:RETURN
```

If you have an Atari, add these lines to Program 5.

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
920 WS=1 TO WT:NEXT WS:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 5. (Line 910 must be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
```

About the program:

The turtles on Parrot Island are afraid of lightning. Lucky for you, Magic Micro has a program for generating lightning on the computer screen. But it has to flash fast to scare the turtles. The program asks you to enter a number — which determines the speed of the lightning. If it's not high enough, the lightning keeps flashing without slowing down the turtles. Look at the program and see if you can tell how high the number has to be to stop the turtles. (Hint: See line 150.)

PROGRAM 6

Changes:

If you have an IBM PC or PCjr, add these lines to Program 6.

```
900 CLS:RETURN
910 LOCATE VT,HT:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 6.

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
```

If you have a Commodore 64, add these lines to Program 6. (Lines 910 and 960 must each be typed as one line.)

```
10 GOSUB 960:GOSUB 900
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
960 SW=40:SH=24:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a VIC-20, add these lines to Program 6. (Lines 910 and 960 must each be typed as one line.)

```
10 GOSUB 960:GOSUB 900
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
960 SW=22:SH=22:XT=782:YT=781:
    FG=783:PL=65520:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 6. (Lines 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 6. (Line 910 must be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
920 FOR WS=1 TO 200:NEXT WS:RETURN
```

If you have an Atari, add these lines to Program 6.

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
920 WS=1 TO 200:NEXT WS:RETURN
```

About the program:

The parrot told you to wash the map. Now "X" marks the spot — and the spot . . . and the spot. . . . But which one is the treasure really hidden under? The friendly parrot tells you it's the one that will make him fly. Try feeding him the numbers beside each "X" on the map. Only one will make him leave his perch. You can simply keep trying numbers until you find the right one. Or, if you look at line 90 of the program, you'll see that it's the one that's divisible by 7.

Ready for magic and adventure?

In this story, YOU are the leader of the pirate crew. You sail to the mysterious Parrot Island to find buried treasure. But there are dangers all along the way — a bunch of angry pirates, giant snapping turtles, even sea monsters. Can you handle them? Sure, you can . . . with a little help from your Magic Micro.

The six Magic Micro activities add to the fun. You can run these BASIC Programs in the book on the following computers:

- IBM PC
- IBM PCjr.
- APPLE II+
- APPLE IIe
- COMMODORE 64
- VIC-20
- ATARI 400/800
- RADIO SHACK COLOR COMPUTER
- RADIO SHACK TRS-80

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